**Design review**

**How does it minimise kinematic load?**

Kinematic load is reduced through reducing unnecessary hand motion to the user. This can refer to either the time it takes for the button to get from one place to another or the amount of clicks it takes to get a single task done. One of the important pages in the website include the board, as this will likely be clicked many times, its important to put it in a place easily clicked. I have put the board navigation to the side panel so its closer to the edge. Another element of the website benefits from this kind of kinematic load reduction which is the profile. Profiles play an important role in many websites. I have put it on the bottom of the side panel, cornering it to the bottom left of the screen.

Kinematic load is further reduced by putting related buttons next to each other. My buttons named “members” and “tasks” play an essential role in helping the manager manage the board. Putting them next to each other have reduced kinematic load. Switching to the employee side, “My availability” and “My task” greatly assist the employees in communicating with the board, and so I have situated them so they are close to each other.

Larger buttons constitute the third element of reducing kinematic load. As seen in the design, the side panel can be closed, this allows the projects table to take up more space on the screen (More specifically, increase in row width and much closer to the edges of the screen). Larger space taken up reduces the space the user misclicks when interacting with the project elements. As the user clicks on the task attributes to change their values, the user will experience reduced kinematic load.

Reducing clicks follows the reduction of kinematic load. The website has all the operations available to the user right in the main page. (What they directly can see on the main page is all they’ll need). The multiple boards place themselves on top of each other on the main screen, instead of being hidden behind a selector (A field where in a list of 5, shows only one and would have to click an arrow to navigate through the list). The same is true in the project list.

**How does it minimise cognitive load?**

Cognitive load is defined as the mental strain the user must exert to get a single task done. This can be reduced by exploiting the users familiarity to certain designs and functions that they have gained from other websites, having finishing tasks to require only a single step if possible and having an effective intuitive communication between the user and the website. The buttons on the website avoid unnecessary jargon, for example “request” button stands for request by other managers and “join” button stands for joining another board. The website continues to refrain from showing the user technical terms.

There are few roster/task websites that exist that require the user to scrummage through layers to find a create task button, which will further open another window to create a task. In the website, revealing the add task button is an important thing, and so it is being situated in the main page under the task rows (they share relevance to each other so they are close to each other). Creating a task requires the user no window opening, instead, they may do it easily by inputting into the text field (already available) the name of the task, and unhurriedly fill out the columns as they go. Upon creation, the row will solidify and the user may witness the task being created.

Images to associate functions are present in the website where the user may enjoy them. The “people” column of projects is of profile pictures of the person instead of their name, the “add task” is comprised of the add button and the values for priority and status of tasks are of contextually appropriate colour coded boxes. These together will ease the user of reading strain.

**Does it meet standards and heuristics?**

The web content accessibility guidelines present functions that can be implemented to a website to increase websites’ usability to those who experience visual, auditory, physical, speech, cognitive, learning, and neurological impairments. While the website makes its way to level A standard, it is set in plan to achieve full level A by implementation date where time permits.

The guidelines in relevance are divided into four principles:

**Perceivability**

* My website offers good visibility. Feedback for each button click and hover are provided. The background is white, allowing content to be seen easier. The projects are also color coded, allowing clear distinction. Pages are not too cluttered with text, but instead, of organized tables.
* My website changes format when accessed on smaller screens, allowing extensive communication with different device users.
* Refers to the websites scope of all the modes it can communicate to the user. One way is to make non-text content have text alternative (occurs in the HTML). In the same topic- the provision of audio alternative to video content and text alternative to video and audio content. The use of captions for video content provided to users.
* The use of semantic HTML to enable assistive modes to effectively convey website information.

**Operability**

* My website does not have a lot of pages. The main page is where the user will perform all operations. In this way, they cannot get lost in the website. My website is at most two layers deep; the main page serves as the first layer and all operations serve as the second layer. To add to this, most operations will open a small window and blur the background, this way the main page is always visible.
* Refers to the modes a user may interact with the dynamic elements of the website. More modes and less strain while using such modes equate to higher operability
  + Keyboard accessibility
  + Pointer/touch-based input methods
* The website currently has an absence of timed content, easing the users as they use the website
* Avoidance of flashing content to not induce seizures.

**Understandability**

* My website takes inspiration from popular tasking websites such as Monday.com and zenshifts.com. This will allow users who have previous experience with the websites to navigate themselves around my website with less hassle.
* My website is minimalistic in terms of text and contains no jargon nor any technical terms. Tasks are also organized in rows so understanding the list requires less mental effort.
* My website provides feedback for user actions such as when a manager invites a user. If the user doesn’t exist, there will be an error message, if they do, there will be a success message. This feature is true for operations that require the server to search
* Relevant concepts to understandability include names and information that are easily comprehensible and text availability in many languages.

**Robust**

* Relevant concepts include semantic HTML. These allow the website to communicate the specifically the nature of elements present within the website. Such semantic HTML serve as tools to make digital assistive technologies function effectively.

**Review**

The design and feature was sent to two students for review. Below are the review, followed by the changes made listed in dot points.

**Student #1**

“You use modularity in your design, which is a very special design. Modularity means that the whole system is an open design, and each user is independent. The user can be a manager and an employee at the same time. This greatly increases the function of the system.

On your main page, the user can add or join different board through your side panel. Through clicking the board to show the task on the right main page. This is a good design in functional differentiation.

For the button of availability, the user can set up the time for manager to manage. My question is, since a user can join multiple boards and create multiple boards, do you need to set availability for each board. Whether there will be time overlap or not.

On the design of your board, you use the tasks as the row and status, person and priority and each column, but there is no expected time for each task. Maybe our understanding of this design is different. In my understanding, this system is for the purpose of scheduling employees, so we should add clear task time.

On the other hand, I think the board you created and the board you joined should have the different operations. For example, the board you created maybe should not have the button of availability, because you are the manager. Maybe you designed the difference, but I didn’t see it on your main page.

The mobile design is very smart and simple. You designed a popup side panel, which saves a lot of space and it has complete functions at the same time. All in all, your whole project is very good in design and possibility. But there may be some complications for me.”

*Changes made:*

* **Availability:** A new feature will be added to combine the different availabilities of the user into one master availability. In here, when the user sets their availability in a project, if it conflicts with the master availability, the changes will go as denied. A feedback will then be sent to the user with what project the availability clashes with
* **Task time:** Added the task time as an attribute of a task
* **Manager and user view:** The manager and user currently have different view of the project, however it was not communicated effectively in the design. The design has been changed to reflect this.

**Student #2**

“I like the design of your homepage. It resembles some of the self organising websites I have used. Although its not evident in your design, I recommend that you give your website good colours. I find its helpful a lot when the page I work on has a consistent color palette and theres not too much color going on in the screen.

It looks easy to use as there are only a few buttons and it doesn’t go over the top. The buttons are in the main screen and there are no hidden buttons under other layers. I recommend that you maintain this.

For your mobile design, I’m not sure how table can display properly on a portrait device. Maybe you can design something to get around that”

*Changes made:*

* **Choose a modern colour palette:** Use a website that recommends good palette and are modern looking. Implement this in table colors and make sure buttons stand out from the white background.
* **Allow user to scroll horizontally in a table cell:** If the text inside the cell doesn’t fit, enable user to scroll through the text inside the cell.